

Magic

From Wiccapedia, the free magical encyclopedia.

Magic (also called *Magick*) is the name given to [forces](#) and [frequencies](#) outside the human-observable [realm](#).

The Magical Spectrum

Magic is not a [binary](#) system; it exists on a [spectrum](#).^[1] There are no ‘people born with magic’ and ‘people born without it.’ All humans fall somewhere on the magical spectrum—meaning all humans have the capacity to wield magic.^{[1][4]}

In the middle of the spectrum is your average person, capable of making basic magic happen. To the far right of the spectrum is a person very sensitive to magic and very in-tune with magical frequencies. Your [Gandalfs](#), and your [Dumbledores](#), and also your [Voldemorts](#) and [Sarumans](#). To the left are people less naturally in-tune with magical frequencies, who are still capable of using magic but may find it comes less naturally. These people are more likely to be [Late Bloomers](#) or miss their [Moment](#), and are at increased risk of their magic [going bad](#).^{[1][4][2]}

Where Does Magic Come From?

Magical scientists assert that magic is present in all things at the [subatomic](#) level, but to date, no one has been unable to pinpoint exactly where.^[2] In this way, magic is sometimes compared to the [soul](#): everyone agrees it is definitely *there*, but no one can explain...*where*, exactly. Magic has been determined by some to be both a [wave](#) and a [particle](#), and it has been determined by others to be neither.^{[2][5]} Religious people who are aware of magic usually believe it was gifted to us by [God](#) or whatever.^[citation needed]

What some Nescients call ‘The God Particle’ (the [Higgs Boson](#)) is postulated by most Maker scholars to be the foundational magical particle.^[2] Some fringe magical scientists go further, suggesting that the [preon](#)—a completely hypothetical particle that has never been observed—is in fact, magic.^[5]

Although magic is hypothesized to be present in all things at the subatomic level, the magic of individual things is not connected in any way (i.e. there is no [Force](#) or ‘essence’ connecting us all together and making us all one in, like, a spiritual sense, man.)^[citation needed]

Who Has Magic?

The majority of people fall somewhere in the middle of the magical spectrum.^[1] However, just because all people have the *capacity* to make magic happen, doesn’t mean everyone can or does. Only those who are aware of magic can see and wield it.^[1]

People who are aware of and can make magic are called [Makers](#).^[4] Those who are unaware of magic are called [Nescients](#).^[4]

Makers

A person must [discover magic](#) in themselves before they can see it in the world. A person who has discovered their own magic and can see and wield it is called a Maker.

The community no longer uses the terms [witch](#) or [wizard](#) because they are problematic: these are gendered terms and the female-gendered term *witch* has many negative connotations, while the male-gendered term *wizard* does not—in fact, it is often used as a synonym for *genius*.^[15]

Nor do we use the words *magician* or *sorcerer* because, tbh, it feels silly.^[citation needed]

Late Bloomers

Most Makers [discover their magic](#) as young children, but some occasionally come by it later in life. These people are known as Late Bloomers.^[1] These people are more likely to be born to the left of the magical spectrum, and may find it more difficult to wield their magic effectively.

Nescients

A person who has no knowledge of magic is called a Nescient. Nescients may sense or feel traces of magic from time to time—especially if they are further to the right on the magical spectrum—but until they discover their own magic, they cannot [See](#).^{[1][2]}

Sometimes, a Nescient may glimpse magic out of the corner of his eye, or feel its presence in unexplainable events. [Luck](#), [déjà vu](#), [psychic](#) moments, [serendipity](#), [Sod's law](#) / [Murphy's law](#), etc. are all Nescient terms for magic.^[2]

Inattentional Blindness

A Nescient fails to notice magic the same way one might fail to spot their keys when they are left in a peculiar location. This is called [inattentional blindness](#) or perceptual blindness. The person doesn't expect the thing to be there, so her brain does not perceive it to be there.^[9]

How Do Humans Discover Magic?

A human must discover their own magic. Normally this happens when a person is in a state of [flow](#) or is '[in the Zone](#)'. This can happen at any point in a person's life, or it may never happen.^{[1][4][2]}

The Moment in the Zone

The discovery manifests as a transcendent moment that occurs while a person is in the Zone; i.e. they have achieved a state of flow while doing something they love and are very skilled at. An improvising musician playing an absolutely ripping solo, for example; a ballerina executing a blistering series of perfect [fouetté turns](#); a soccer player scoring a seemingly impossible goal. Often, the feat is so inexplicable that the person themselves may not even understand how they pulled it off. The only explanation is magic.^[2]

It is theoretically possible to have this moment doing almost anything. However, in order for someone to realize that what they experienced was indeed magic, the Moment must be powerful enough that the person is strongly affected by it; and—perhaps more importantly—the person must be *open* to the possibility that what they felt was indeed magic.^[4] So you *could* have this moment as a barista if you are really in the Zone making lattes during the morning rush, but you're less likely to attribute it to magic, because, let's face it, making lattes during the morning rush is not terribly life-changing or magical.^[citation needed] Many people who have the Moment brush it off, do not recognize it for what it is, or flat-out reject it.

Cynicism vs Mysticism, Humanity and the Soul

Creativity, optimism and enthusiasm are crucial components of the Moment.^[10] Cynical people are more likely to miss their Moment than gullible ones. Additionally, a person is more likely to have their Moment

while performing an activity that is fundamentally human, or that connects deeply to the soul. Physical movement, or creative acts like art, for example, are common ways that people discover their magic.^{[4][10]}

For this reason, people who discover their magic tend to do so while they are still young, because kids are less jaded and more open to the possibility that magic could exist, and children are more likely to be enrolled or participate in some kind of art or sport. As people grow up, they have less free time to devote to things like art, music, dance, writing, sports, etc., and so are less likely to get into the Zone while doing them, and therefore less likely to discover their magic.

Seeing

Once the person has had and accepted the Moment, they begin to See. This simply means they are able to observe more of the magical spectrum, similar to the way some insects or birds can see infrared or UV light. They begin to spot magic in the world, recognize fellow Makers, and consequently begin to gain entry to the magical realm.^[1]

Young kids can be somewhat traumatized by their discovery moment. In this case, Seeing can be very scary: they cannot explain what is happening, and Nescient adults do not believe kids when they say they're seeing magic.^[1]

Making

Making is the term given to performing magic (as in *making magic happen*.) Similar to *Seeing*, it is capitalized when used on its own, but not when used in conjunction with another word (like “making magic.”)

Conduits

A human who has discovered magic needs to channel it or they are at risk of their magic going bad.^{[1][4][2][12][13]} Typically, the person will be encouraged by other Makers to Channel their magic back into the activity they were doing when they discovered it (called a Conduit.) This is considered the healthiest way to use magic: Channeling into the activity you love in order to become better at magic and better at that activity.

It is pretty widely accepted that the best Conduits are those that connect most deeply to a person’s humanity.^{[1][4][10]} Artistic endeavors like music, writing, visual art, poetry, dance, theater, other kinds of performance, etc. are considered the purest Conduits because they connect to the deepest part of the

human soul. Physical movement is also considered fundamentally human, so other known and accepted Conduits include sports and physical activities such as yoga.^{[1][10]}

In order to be considered *pure*, a Conduit must be rigorous, requiring both mental and physical effort, and structured—meaning there are established rules and techniques one must learn to become proficient. It must also allow a person to express a core part of themselves.

The list of accepted *Pure Conduits* is as follows

- Music (not including electronic music, and with a preference toward Western classical music)
- Vocal performance (with a preference for opera)
- Art (visual, not including graffiti or digital art)
- Sculpture
- Writing (fictional, autobiographical, poetry)
- Theatrical performance (not including standup comedy)
- Dance (with a preference for ballet, modern dance, tap)
- Organized sports
- Yoga, Tai Chi, and certain forms of martial arts
- Solo sports (not including skateboarding, golf, or anything that requires a motor)

Practice

In addition to Channeling magic through a Conduit, a Maker also practices [basic magical skills](#). There are various clubs and organizations that help Makers keep up their practice. These are somewhat informal. There might be a magic club at a school, for example, or a weekly meetup at a community center. Some Makers work as private magic teachers.

Practicing magical skills allows you to apply these skills to your Conduit, and also use them in your daily life.^[10]

The strength or weakness of a person's magic ebbs and flows throughout their lifetime. It is affected by things like diet, exercise, mental state, and overall health. The strength and precision of a person's magic can be cultivated through practice, and it takes a combination of magical sensitivity (being born toward the more magical end of the spectrum) plus dedicated practice to become very powerful.^{[1][4]}

People born to the left of the spectrum can become as proficient with magic as those born to the right with practice, and people to the right can be equally as inept as those to the left if they do not practice.^[4]

Signatures

Every person's magic has a distinct signature.^[4] It is possible for magical [forensic print analysts](#) to determine the Maker of a particular piece of magic based on this signature.

A person's magical signature consists of the color, scent, sound and fingerprint of the magic a person makes. While the sound and scent of magic are undetectable to human senses, and a fingerprint can only be analyzed by pathologists, the color of a person's magic is easily observed. All colors of the visible spectrum are represented, including all shades of red, orange, yellow, green, blue, violet, black, white, and brown. The appearance of a person's magic is often described as *a ripple in the air, like smoke, similar to oil on water, a vacillation*, etc.

What Does Magic Do?

It's widely posited that there are *no limits* to what magic can do—there are only limits to what *humans* can do.^[4] Many people believe that much of the magical spectrum still remains to be discovered, and that much of what has already been done with magic may have been improperly recorded or lost.

Okay, But What Does it Actually, Like, *Do*?

In general, magic breaks down into three broad branches, with a postulated fourth branch.^[4] All Makers can perform magic across all branches, but because magic requires a great deal of practice to become good at, most end up focusing their time and effort in one area. Many Makers also tend to show an aptitude—or at least a preference—for a particular discipline.^[4]

Some examples of what magic falls under what branch (generally-speaking) are as follows.

Physical Magic

- [Telekinesis](#) (including self-telekinesis, also known as flight/levitation)
- [Transmogrification](#) (including self-transmogrification or shape-shifting, in part or whole)
- Sense-enhancement/diminution (not including sixth-sense)
- Healing of physical wounds
- [Teleportation](#)

- Imbuing
 - Many argue this should be called *Harnessing*, as magic exists in all things at the subatomic level, so *imbuing* an item with magic is actually just harnessing that item's existing magical particles.

Empathetic Magic

- [Telepathy](#)
- [Tabula Rasa](#) (memory erasure)
- [Illusions](#)
- Inculcation (thought manipulation, a sub-branch of telepathy. Nicknamed '[Jedi Mind Tricks](#)' by some, and '[The Bene Gesserit Voice](#)' by others)
- Healing of mental or emotional wounds
- [Dreamwalking](#)

Classical Magic (previously called Alchemic Magic)

- Alchemization (manipulation of [classical elements](#) from one state to another.)
 - While the definition of the word [alchemy](#) has devolved through the ages to mean simply “turning lead into gold,” the original practice of *alchemy* was concerned with the transmutation of matter in general—primarily, the transmutation of the classical elements. To Nescients, this primarily meant attempting to change lead into gold, but Makers found alchemization extremely useful in transforming [æther](#) (the fifth element) into any one of the other four (earth, air, water, fire.) In this way, Makers could “conjure” any one of these elements seemingly from nowhere.
 - The *earth* element is rather broadly defined, and includes stone, metal, ore, and plant matter
 - Recently, it was discovered that it is possible to transform æther into light and electricity, allowing Makers to “conjure” lightning and even light (although conjuring pure light is very difficult.)
- Creation of magical [potions](#)
 - Any Maker can create potions, but Makers interested in Classical Magic tend to gravitate toward potion-making. The reason for this is unknown, but it’s probably because Classicists tend to be a bunch of stoners.[\[citation needed\]](#)

The existence of a fourth category of magic (Ethereal Magic) has been postulated, but evidence of humans' ability to harness it is limited. If it does exist, it is a very obscure and difficult-to-wield branch of magic. It is also thought to be tied to Bad Magic, and as such, is quite taboo.^{[4][2][10]}

Ethereal Magic

- [Time travel](#) (this has only been theorized, to date has never been recorded)
- [Dimension-hopping](#) (again, a theoretical form of magic only)
- [Future predicting](#) (a few people may have done this, most recently Steve Jobs when he invented the iPhone.)
- [Sixth sense](#)
- [Anastasis](#)
- [Mediumship](#)
- [Evocation](#)

This is not an exhaustive list, nor is it terribly accurate. New magic is being developed and discovered all the time, and many magical phenomena do not fit neatly into one category. Invisibility, for example, can be achieved through Empathetic Magic (manipulating an observer's perception of what they see), Classical Magic (manipulating light), Physical Magic (transmogrifying oneself into an appropriately well-camouflaged state) or a combination of all three.

Physical Magic is generally easiest to perform, and as such is the first branch of magic usually practiced by new Makers. Most Makers learn telekinesis before anything else (though some with an aptitude for Empathetic Magic may find telepathy easier.)

What Doesn't Magic Do?

As it is widely believed that there is no limit to magic, this usually comes down to the limits of what humans can do, bring themselves to do, or imagine. A Maker's ability to make magic is limited by their experience (how long they have been practicing, how well they practice), current physical state (well-fed, rested, generally healthy), creativity (what they can come up with), and mental capacity (presence, focus, willingness to commit, mental fortitude.).^[4]

Autonomous vs Compelled Magic

A distinction is drawn between magic performed on the self ([autonomous](#) magic) and magic performed on others or on external objects, animals, etc. ([compelled](#) magic.) For example, when telekinesis is performed on an object, it is called *telekinesis*. When it is performed on the self, it is called [*levitation*](#).^[4]

Some Makers find it easier to perform autonomous magic while others find it easier to perform magic on others. The reason for this usually boils down to whether or not the person's instinct for self-preservation trumps their instinct for compassion. Those with a strong self-preservation instinct find autonomous magic difficult, whereas those with an inclination for compassion find it difficult to perform magic on others.^[4]

The exception to this rule is with healing spells, where the phenomenon is reversed.

Wards

[Wards](#) exist for many things, but most Makers use them to prevent Nescients from accidentally seeing magic or stumbling upon magical places.^{[4][2]} While Nescients typically don't see magic, very large displays of it are noticeable. Even the most inattentive Nescient will notice a giant fireball destroying his house.^[citation needed] For incidents like this, [Tabula Rasa](#) is handy. Preferable to Tabula Rasa is establishing wards before the magical event takes place, to shield Nescient eyes from it. If they know Nescients will be present, many Makers establish wards even for small magical acts, just to be on the safe side. A door to a [secret room](#) may be shrunk to a size that it is invisible to the naked eye, for example.

The word *ward* in general Maker parlance also refers to any type of shield or protective barrier. Other types of wards include but are not limited to

- [Telepathetic](#) wards, which protect Makers from telepathic intrusions by other Makers.
- [Compelled magic](#) wards, which protect Makers from more general magic of other Makers.
- Physical barriers, which can be as mundane as a brick wall or as exciting as a light shield, and are erected against physical attacks and natural elements like water, fire, electricity, etc.

The Magical World

There is no magical world per se—no [Hogwarts](#) or [Gringotts](#)—rather, there are loosely affiliated magical communities that exist in secret in the Nescient world.^{[4][2]}

Gatherings

A *Gathering* is the term English-speaking Makers use to refer to a meeting of Makers for the purposes of practicing magic. Gatherings are small and informal—frequently held at rec centers, churches, private homes, in the back rooms of shops after hours, etc.

Warded Locations

A few Makers-only locations exist alongside non-magical ones, and are protected from prying Nescient eyes by wards.^[2] These locations are often associated with Gatherings and may be nothing more than a secret room in a building.

Warding entire buildings is difficult and requires a great deal of energy, so while Makers-only establishments do exist, they are few and far between. While there are no Maker-specific banks, schools, or other official institutions, there are small government buildings, sparring rings, privately-owned museums displaying collections of historical artifacts and relics, volunteer-run libraries containing reference books, and a few bars, nightclubs, etc. For example, there is a Makers-only strip club near the San Diego airport called *The Witch's Tit* that has been there since the early 1970s.^{[9][15]}

The Government

There is no all-encompassing magical government, but there is a small department of magic in most governing bodies (in California it is the State Magical Board.) The department operates without the knowledge of the non-magical government, unless something really terrible happens.^[2] In that case, the Nescient government will be alerted, but they will be Tabula Rasa'd after the matter has been resolved.^[2] Working for a department of magic is a thankless and underpaid job, and plagued by the same infighting, prejudices and political stalemates as Nescient politics.^[citation needed] In countries where Nescient governments are unstable, departments of magic either do not exist, or are rife with corruption.^[14]

The departments of magic of various governments monitor the use of magic through wards. In theory, magic that deviates the boundaries of these wards is flagged, but in practice magical departments are woefully understaffed and enforcement of these flags is patchy.

Magical Lore

Magical lore differs from country to country and in the US from state to state, but generally, the following lore applies:

- It is your responsibility to Channel your magic. [Bad Magic](#) is a phenomenon punishable by lore, depending on the severity, and [ignorance of the lore excuses no one](#).
- No murder, obviously
- No torture (although what constitutes torture is a gray area and differs from country to country)
- No magical printing of money or duplication of other hard capital or resources (precious metals, etc. and recently, [cryptocurrency](#), although this has proven difficult to regulate)
- No reckless or unnecessary displays of magic to Nescients
- No manipulation of Nescients for personal gain (again, a gray area—some magical musicians and writers are suspected to have woven [enchantments](#) into songs and stories to make them popular and enduring)
- No abuse of magic (the definition of *abuse* is somewhat subjective. Some magical athletes skirt the lore when it comes to [performance-enhancing magic](#). Are you absolutely *sure* Simone Biles can't actually fly?)
- No abuse of magical potions
- Inculcation (thought manipulation and mind control) of either Nescients or other makers is punishable at various degrees. The severity of the punishment depends on what the victim was coerced to do.
- Use of raw magical resources (plants, animals, minerals) is regulated
- Manipulation of animals into magical creatures (i.e. turning lizards/snakes into dragons or horses into unicorns) is considered animal abuse and has been outlawed in most countries, although the practice still prevails in some parts of the world.
- [Anastasis](#) (resurrection) and [Evocation](#) (summoning) are outlawed in most countries unless religious birthright or extreme extenuating circumstances can be proved (and it's really difficult to do, anyway, so most people don't.)[\[citation needed\]](#)

- Certain magical practices (levitation, long-distance teleportation, and distribution of magical potions for consumption by others) require a license (although plenty of people get away with things under the table.)
- Dreamwalking is an extremely gray area and governments are still figuring out how to regulate it

What About Work?

Most people don't get paid to do magic. People who are very interested in magic might go into academia to study it, or become magical scientists who attempt to make new discoveries about how it works. Projects like these are privately funded or occasionally funded by grants.^{[2][3]} Beyond this, and jobs for the government, there are very few magical professions. Some Makers become Magicians ([Penn and Teller](#), [David Blaine](#)) but this is considered pretty tacky.^[citation needed]

Because Makers channel their magic through an artistic or physical Conduit, many are artists or athletes, or strive to be artists or athletes. Some are successful at this, but most Makers have regular jobs and pursue their Conduit on the side. They use their magic in fairly mundane ways to enhance their lives and communities.^[4]

Great Makers

A few Makers break through and become great. When a person is exceptionally good at something, it's often because they are a Maker.^[12] [Lionel Messi](#), for example, is almost certainly a Maker. [Andy Warhol](#), [Beyoncé](#), [Mozart](#), [Frida Kahlo](#), [Contrapoints](#), both the [Williams sisters](#)...the list goes on. [Michael Phelps](#) is probably a [merman](#).

It's extremely rare for a Maker to Channel magic through a Conduit outside the arts or sports, so there are very few great Makers who aren't artists or athletes, but it does happen. [Elon Musk](#), [Steve Jobs](#) and [Alan Turing](#) are commonly-cited examples. [Mother Teresa](#), [Mother Shipton](#), and [Joan of Arc](#) are others.^{[3][11][15]}

The Number 27 (The Bad Number)

Interestingly, the entire [Twenty-Seven Club](#) ([Kurt Cobain](#), [Amy Winehouse](#), [Janis Joplin](#), [Jimi Hendrix](#), [Jim Morrison](#), [Mia Zapata](#), et. al.) were all Makers whose untimely deaths are suspected to have been caused by their magic going bad.^[12] It's believed that mental health issues like depression, trauma, psychosis, narcissism, etc. especially in tandem with drug and alcohol abuse put a person at greater risk of developing Bad Magic, even if the person is Channeling through a pure Conduit like music.^{[2][12][13]}

The number 27 is called *The Bad Number* by some Makers, and is viewed as extremely unlucky. A few extremely superstitious Makers even believe that just turning twenty-seven is dangerous, and refuse to celebrate that birthday or even acknowledge the age, telling people instead that they are twenty-eight. Many perform rituals on the night before their twenty-seventh birthday, putting wards around their houses, making altars for deceased Twenty-Seven Club members, and staying awake all night to remain vigilant against potential threats.^[12]

What About the Internet?

I'm so glad you asked. Of course there is a magical internet.^[6] It's called the Ghost Web and it's kind of like the [Dark Web](#), only much, much cooler.^[citation needed] Only magical people can see magical online content—Nescients tend to scroll right past without noticing it.^{[6][14]}

There is a lot of magical content on social media, including videos on how to perform certain types of magic, magical memes, GIFs, etc. There are hashtags and communities on popular platforms, just as there are for non magical content.

Examples of the most popular online Maker communities include

- TrickTok: the magical [TikTok](#) community. Similar to [BookTok](#), FitTok, BeautyTok, etc.
- Jinxstagram: same deal, but on [Instagram](#). The #jinxstagram hashtag has around a million posts.
- Wiccapedia: magical [Wikipedia](#) and a good resource for learning about magical [lore](#) and history.
- [YouTube](#): one of the most popular magical YouTubers is Magical Mr. Mistoffelees, who wears cat ears and makes educational content on how to perform magic.^{[10][13]}
- Makers Mingle: a dating app similar to [Christian Mingle](#) that targets the Maker demographic rather than Christians. In recent years, the popularity of this app has declined, as Gen Z and Gen Alpha are beginning to reject the notion of online dating.
- [Reddit](#): some of the most popular magical subreddits include r/makers, r/nescientcringe, r/magicfail, r/conduittalk, and r/gatherings.^[14]

Record-Keeping in the Digital Age

The advent of the internet made record-keeping easier for Makers.^[6] Historically, there have been few written texts, and little recorded audio or video footage documenting the Maker experience, recording the

lore, or educating people on how to perform magic. What resources were available were usually self-published in limited quantities, or published in secret by Makers who worked in media and had access to the resources needed to create them (recording equipment, printing presses, etc.) Thus, the dissemination of the lore has, until recently, been a primarily oral tradition.^[10]

Since the invention of online media and the democratization of information, Makers have found it easier to share knowledge and record their experiences.^[6]

Why the Secrecy? Why Hide the Magical World?

“If magic is a spectrum and everyone is on it, wouldn’t it be better to just tell everyone about it so we can all start discovering our magic? If all humans have the capacity for magic, shouldn’t all humans know about it?”

Not necessarily.

Knowing you are on the magical spectrum is not the same as discovering your own magic. You won’t be able to wield magic just because you know it exists: you have to discover your power on your own.^[1] Furthermore, just because a human is on the magical spectrum, doesn’t mean she will believe in magic when she’s told about it—and people who don’t believe in magic can become dangerously unhinged when confronted with proof of it.^[14] People also become desperate, jealous, violent, or otherwise problematic if they are told magic exists but are not able to access it themselves. This can happen when extremely cynical or narcissistic people are made aware of magic before they discover it on their own. (Imagine if [Donald Trump](#) found out magic was real. It doesn’t bear thinking about.)^[citation needed]

Historically, when the general public has been made aware of magic, Makers have been targeted by non-believers and frustrated Nescients who can’t access their own magic.^{[1][15]} There is evidence that the [Romani](#) people were targeted for this reason by [Nazis](#) during [WWII](#), even though many of them were not actually Makers.^[15] Additionally, and unsurprisingly, female Makers have been targeted at a higher rate than men—Joan of Arc and the ‘witches’ of [Salem](#) are often-cited examples.^[15]

Because of this, it’s been decided it’s best to keep Nescients in the dark.

Bad Magic

The most common way for magic to go bad is when a Maker fails to properly Channel their magic.^{[1][7][10][13]} Some Makers may even deny the existence of their own magic, which is a surefire way to make magic go bad.^[2]

What Does Bad Magic Do?

There is no comprehensive answer to this question because Bad Magic manifests differently for everyone and is always unpredictable.^[2]

Sometimes Bad Magic destroys a person from the inside out. This could happen through something as spectacular as [spontaneous combustion](#), or as mundane as [cancer](#).^[2] Sometimes it drives a person into drug or alcohol addiction. Sometimes it leeches out and causes things to go wrong in the world without the person even knowing (from small-scale inconveniences like never being able to find one's keys, all the way up to natural disasters.) It's been posited by some academic Makers that events like the [Hindenburg explosion](#), the [eruption of Mt. Vesuvius](#), the sinking of the [Titanic](#), the [earthquakes](#) that continue to plague [Haiti](#), and the [Phuket tsunami](#) were caused by the combined effect of many people's Bad Magic.^[12]

Sometimes a person whose magic has gone bad may lose touch with their magic altogether. This is a very dangerous situation, as a person who has experienced the power of magic and then lost it can become dangerously frustrated or depressed.^[2]

Can Humans Wield Bad Magic?

Not usually. Bad magic is an unpredictable and uncontrollable force that leaks through cracks in the cosmos in unexpected ways, and as such, cannot be harnessed.^[2]

How Do We Stop Bad Magic?

By staying in touch with our magic once we find it, and by Channeling it through appropriate Conduits.^{[2][10]} Magical societies and communities place less emphasis on teaching people with magic how to become strong or powerful, and more emphasis on simply maintaining magic through daily practice. It is more important to have normal, happy Makers who are in touch with their magic and Channeling it appropriately, than it is to have 'great wizards' around who are capable of spectacular feats.^[1]

The Taboo

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There are very few societies or organizations equipped to teach people how to handle Bad Magic. Some believe this is a mistake, and that the magical community is at fault for deigning Bad Magic a [taboo](#) that is not to be discussed or taught.

Most Makers, when confronted with Bad Magic, will simply encourage the victim to work harder at their Conduit. There are groups at the fringe of Maker society who believe more should be done to rehabilitate those whose magic has gone or is going bad, and that the Conduit system is too rigid. They argue that the definition of an appropriate Conduit is too narrow, and that the idea of a *Pure Conduit* is problematic. Many cite a bias toward white, Western, male-dominated activities, and activities that require a person to have a certain socio-economic standing in order to obtain entry. Some argue that the criteria for a ‘pure’ Conduit is arbitrary.

According to these people, there is no such thing as a ‘pure Conduit’, and there should be support for people who can’t or don’t want to Channel their magic through the few accepted Conduits outlined by the lore. They believe there are Nesicents out there who may be experiencing their Moments doing other things, and who are subsequently overlooked or ostracized by the mainstream Maker community, and whose magic is subsequently going bad.

Makers who subscribe to this fringe ideology have put forth a list of other Conduits that they believe should be added to the accepted list of accepted Conduits:

- Graffiti
- Knitting
- Accounting
- Digital art
- Sewing
- Engineering
- Folk dances
- Computer
- Plumbing
- Folk singing
- programming
- Standup comedy
- Raising a family
- Hairdressing
- Model-making
- Midwifing
- Manicuring and
- Modeling
- Cooking
- pedicuring
- Photography
- Gardening
- Massaging
- Any and all sports

- Reading
- Teaching
- Administrating
- Skateboarding
- Tattooing
- Rapping
- Running a small business
- Entrepreneurship
- Roller-blading
- Sailing
- Dog-training
- Dog-walking
- Zookeeping
- Studying
- Baby-sitting
- Farming
- etc.

Some have even gone so far as to suggest that an “activity” is not necessary to channel magic. That a “fundamentally human act” could be as little as *doing good for another human, being brave, questioning authority, pushing boundaries, or making someone smile.*

As the reader can no doubt see, this implies that a person could discover and channel their magic doing almost anything, which is absurd, and we won’t be discussing the matter any further.

Magical Creatures

There are no [magical creatures](#), but animals find their magic just as humans do.^{[1][8]} In fact, it is easier for animals to discover their magic than it is for humans.^[8] No one is sure exactly why this is, but it is assumed that animals are closer to the Zone than humans are at any given moment, because animals’ heads are not full of human thoughts, anxieties, and other garbage.^[8]

Animal magic is less powerful and less precise than human magic, and it can only be wielded with intention if the animal is trained by a human. Animals do not have Conduits: most animal magic is passive and simply enhances an animal’s natural ability to hunt, hide, survive, attract a mate, etc.^[8]

So, No Dragons?

Unfortunately not.^[citation needed] All the mythological beasts you’ve ever heard of are just that: myth. In the past, humans regularly transmogrified normal animals into magical creatures through compelled shape-shifting (giving lizards wings, giving horses pointy horns, making snakes enormous, etc.)^[8] This is likely where myths about the [dragon](#), [centaur](#), [pegasus](#), [unicorn](#), [hippogriff](#), [basilisk](#), [minotaur](#), [phoenix](#), [Loch Ness Monster](#), [Bigfoot](#), [chupacabra](#), etc. came from.

In the last century or so, the practice of creating mythical beasts has been ruled as animal abuse and outlawed in most of the world.^[8]

What About Mermaids, Fairies, Gnomes and Elves?

What Nescients think of as [mermaids](#), [fairies](#), [elves](#) and other magical [humanoids](#) are actually just fringe Makers who have seceded from society altogether and gone to live by themselves or in entirely magical communities out of the reach of prying Nescient eyes. Mainstream Makers consider these folks a bit weird. [citation needed]

These Makers may permanently modify their bodies through magic to adapt to the environments they choose to live in.^[14] Some Makers make themselves small so they can hide at the bottom of people's gardens, for example—these are what we would consider [gnomes](#) and fairies. Mermaids are Makers who have given themselves fins, tails, and gills so they can live underwater. Elves enhance their ears and other natural senses so they can survive deep in the woods. All of these physical alterations serve the purpose of getting further away from society.^[14]

But You Said Michael Phelps Was a Mermaid...

Some Makers perform less-extreme shape-shifting magic on themselves in order to gain an edge in the Nescient world.^[12] Sometimes these shifts are temporary; sometimes they are permanent. Michael Phelps' massive arm span, huge lungs, webbed fingers and toes, and gills (he has them, but only in the water, and you have to look closely to spot them) are one example of this. This is what is meant by *merman* in this context.^[12]

Other examples of this kind of selective shape-shifting include [Rachmaninoff's](#) hands, [Kim Kardashian's](#) ass, and [Hugh Jackman's](#) sideburns and claws (did you think he wore prosthetics to play [Wolverine](#)?).[citation needed]

This practice skirts legality, but is generally accepted as long as it's all in good fun and no one gets hurt. The general consensus is that since Nescient athletes are all hopped up on [steroids](#) and celebrities are getting plastic surgery anyway, what's the difference?

What Do Makers Use Their Magic For?

The majority of Makers do little more with their magic than Channel it back into their Conduit and use it to help them complete daily tasks.^{[1][4][7]} As mentioned, a few teach, do research, volunteer to run small, unofficial organizations, or volunteer as healers. Those who become extremely skilled at their Conduit and are lucky enough to turn professional do so.^[12]

So you're telling me all Makers do is...live?

Pretty much.

No quests? No adventures? No end-of-the-world-size problem to solve? No evil overlord to defeat?

No. This isn't a fucking fantasy book.[\[citation needed\]](#)

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about my checkered past. i'm not proud of it. i drank. i used drugs. i didn't Channel. i nearly let my magic go bad. but today i'm so honored to be celebrating 6 years of sobriety and 5 years of running this channel. i never thought i would make it to 1 million subscribers but here i am. i'm so grateful to all of you who have supported me and so honored to share my story and my

knowledge with you all. remember loves: stay clean and channel your magic. no one wants to end up in the #badnumberclub. peace, love and meow. #grateful #blessed #jinxstagram #tricktok" (Post) – via *Instagram*.

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